

ABSTRACT

A network game system capable of representing a sense of the existence of players other than the immediate contest opponent, with a light communication load. In a game system for serving multiple contest games, a game server (12) used together with multiple game terminals includes a contest pairing determination part (22) for determining contest pairings in contest games; a contest game start command part (32) for transmitting a contest game start command to game terminals corresponding to contest pairings determined by the contest pairing determination part (22); a parameter change command destination determining part (26) for, when in a contest game executed by game terminals in accordance with the contest game start command a predetermined game event such as a point-scoring occurs, receiving event details data expressing details of the predetermined game event and determining destinations of parameter change commands corresponding with the event details data; and a parameter change command part (36) for sending the parameter change commands to the destinations determined by the parameter change command destination determining part (26).